April - May 2010

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CROC TALES

The Crocodile Games Webzine

From The Editor

Greetings from the Croc HQ!

April is upon us, spring is in full swing and its that time of year the Croc gets ready to head over the big pond to visit the United Kingdom… Salute 2010 is nearly here! At this stage, we are still not sure we'll be able to make it due to a certain "overactive" volcano, but check back at the Croc Page later this week for updates. We hope to see you there!

As for now, we bring you our fifth installment of Croc Tales: this month sees the greatly anticipated reinforcements for the forces of Anubis, the Necropolis Guard! They are an elite unit of fearless Asar City-Dwellers, highly trained and disciplined. These warriors have one aim, to safeguard their resting ancestors at all costs! Written by Chris FitzPatrick and illustrated by Des Hanley, the article contains all the background and rules information you will need to field the Necropolis Guard in your Anubi warband.

Also in this edition: "How To Fight The Dead and Live To Tell About It" is a strategy guide for the warband of Anubis, written by Chris FitzPatrick. It's a must-read for any Anubi player. Next is the "Valley of the Nightmare Lords", also written by Fitz, a scenario featuring the Eater of the Dead, and a perfect challenge for any Anubi warband. Finally, "Building Tombs" – a step by step scenery building article by Barry Cadwgan. This article will take you through the stages of building your own set of tombs, a great addition to any Anubis battlefield!

Watch for the next issue of Croc Tales, coming during the first week of June! It will be running a bit later than most, as most of the Croc Team will be on the road for the next few weeks attending some gaming conventions. Maybe we'll see you at one!

Available This Month

Now Available from Crocodile Games

Characters

WGE 167 Necropolis Guard Hero, with Anubis Box $8.95

Units

WGE 327 Necropolis Guard Unit (10) $35.95

Next Month:

May arrives with a new wave of monstrous miniatures for WarGods of Olympus… Minotaurs and Satyrs! Sculpted by Ben Siens and Benoit Cosse, these beasts will be here in time for your summer World Campaign battles - and we'll be posting thier rules as well!

Retail Information

If you are a retail store and would like further information about our products, please drop us an email at sales@crocodilegames.com.

Be sure to include your store's location and contact details, and we'll get in touch with news about our latest offers, products and price listings.

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-Necropolis Guard-

By Chris FitzPatrick

Within the funerary city of Cynopolis live the Anubi, a solemn race of Jackal-headed beings created in the image of the god Anubis, the guardian of the dead. They believe that it is the duty of the living to devote their lives to the service of the dead. By day they tend the sacred grounds of their Necropoli, leaving offerings of food, drink, and prayers for the spirits of their ancestors interred within. By night they stand guard, constantly watching for any sign of the minions of their enemy, the Eater of the Dead.

The Anubi are not alone in their vigil, for living among them are many Asar—humans who fled the fall of the city of Abydos and the death of their god, Osiris. Generations ago they came to the city of Cynopolis seeking only shelter, but found that they share a common trait with the Anubi: their loss. While the Anubi mourn the ancestors that preceded them, the bereaved Asar arrived at their city mourning the deaths of countless friends and families, and even the death of their very god. They found a welcome home among the Anubi, and thereafter dwelled with them in the city of Cynopolis. In time, the Asar turned to the worship of Anubis, and soon adopted the austere customs of his children, living and working side by side with them, both races finding commiseration together in their daily rituals of lament.

Yet life in the city of Cynopolis is not always peaceful, for the mournful routine of its inhabitants is all-too-often interrupted by attacks from the mummified armies of the Eater of the Dead. The Asar have joined the fight against the undead, and proven themselves to be valuable allies, even to the critical eyes of the cynical Anubi.

The mightiest of these Asar are known as the Necropolis Guard, an order of warriors tasked with being the final line of defense against the undead menace. They are known to fight with grim determination, for they know that their foe is without fear or mercy, and therefore there can be no retreat and no surrender. Their armor and dress is uniquely ceremonial in appearance. Upon their bodies they wear corselets of bronze scale armor, and their heads are adorned with stylized helmets suggesting the long ears of the Anubi and their newly adopted god. Their faces are hidden with silken masks soaked in a powerful mixture of exotic spices, to protect their lungs from the oft-times foul air of the tombs they must frequent. Because their undead foes are scarcely affected by the cuts of normal blades, the Necropolis Guard wield massive bronze cleavers designed to cut a mummy in half with a single stroke. With these blades they dismember their foes, until only fragments, wrappings, and dust remain.

Restrictions

The Necropolis Guard serve only Anubis, and may only be used in the warband of a Harbinger of Anubis. They are considered an elite troop type, and their total Points cost may not exceed 25% of the warband's total Point Value.

The Necropolis Guard may not be issued additional weapons and armor – all are equipped with Medium Armor, Amulets of Anubis and a Mummy Cleaver. The cost of this equipment is included in their total Pts Cost. They may be equipped with a Standard Bearer & Musician at additional points cost.

Mummy Cleaver

This weapon is a heavy bronze cleaver that requires the use of both hands due to its extreme weight. When brandished by a strong and experienced wielder, the Mummy Cleaver can cut a body in half, and can easily behead man-sized opponents. Against man-sized models (those mounted on 20mm or 25mm bases), a natural roll of 10 on any Melee Test indicates that the Mummy Cleaver has beheaded the opponent. Undead models are not permitted an Armor Save when beheaded, and are removed immediately. Living models are permitted only a Hard Armor Save to avoid the beheading; if the Save is unsuccessful, all of the defender's Wounds are lost and the model is removed as a casualty. Successful hits with any die roll other than a 10 do allow Armor Saves, as normal. The weapon causes a movement penalty of –1" to any model that carries it, and this penalty is already incorporated into the Necropolis Guard's Profile.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Warrior	4	1	1	5	4	4	5	6	23
Champion	4	2	1	6	5	5	5	7	40
Hero	4	3	2	7	6	6	6	8	67
Damage Modifier: 2			Armor: Medium Armor (4)				Base Size: 20 x 20 mm		
Special: Mummy Cleaver, Amulets of Anubis									

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Character Upgrades

For each unit of Necropolis Guard in the warband, a single Champion or Hero may be equipped with any of the following upgrades, at the additional cost listed below:

Blade of Judgment (Cost: 10 points)

The Character's Mummy Cleaver has been inscribed with hieroglyphs from the Book of the Dead detailing the judgment of the souls of the damned, then blessed by the Priests of Anubis to channel this judgment onto the recipient of its attack. The Blade of Judgment uses the same rules as the Mummy Cleaver, but against models in an Infamous or Eater of the Dead warband, it has the following additional traits: It has a Damage Modifier of 3 instead of the usual 2, enemies killed by the Blade of Judgment cannot be raised as undead by any spell or power (such as Darkfire), and undead enemies killed by the Blade of Judgment are forever destroyed, disintegrating into dust. Undead models that are destroyed cannot be recovered during Casualty Buy-Back.

Hieroglyphic Tattoos (Cost: 30 points)

The skin of the Necropolis Guardsman is tattooed with numerous hieroglyphs, magical lines and spells transcribed from the Book of the Dead that promise to protect the soul of the Character and a guide him through the perils of the afterlife. Secure with the knowledge of his salvation, he does not fear death, and will selflessly lead his troops into hopeless battles if he believes his sacrifice will save the day. A Champion or Hero with Hieroglyphic Tattoos may reroll any failed Discipline Save once. If the reroll results in a second failure the result may not be changed, even by using the Harbinger Power Defy Fate.

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-ANUBI STRATEGY GUIDE-

or…

"How to Fight the Dead & Live to Tell About It"

By Chris FitzPatrick

What follows is an example of a good starter warband of a Harbinger of Anubis, for *WarGods of Ægyptus*. The Anubi are a solid force in WarGods, with excellent offensive and defensive strengths. I've used this force a number of times, and it is a good beginning force for a new player, and I've recently updated it to be compatible with the 2010 World Campaign beginning warband value of 1200 points. After the warband listing I'll discuss some proven tactics for fighting against the Eater of the Dead, the greatest enemy of the Anubi, the Guardians of the Dead. The Eater can be a difficult force to win a decisive victory against, and these tips should help guide you to victory against them – or at least hold your own.

Warband Composition:
Harbinger of Anubis (Ka Rating 1, Med. Armor, Double-Handed Weapon, Javelins, Ankh – 143 pts.)
10 Anubi Warriors (Sword, Shield, Standard Bearer, Musician, Amulets of Anubis – 230 pts.)
1 Anubi Embalmer (2 Scarab Bombs – 60 pts.)
10 Heru (Pole Arms, Med. Armor, Shield – 250 pts.)
1 Heru Battle-Sage (100 pts.)
1 Chariot (Anubi Driver & 2 Chariot Runners, Hand Weapon, Lt. Armor – 95 pts.)
12 Anubi Slingers (180 pts.)
1 Priest of Anubis (Med. Armor, Double Handed Weapon – 36 pts.)
1 Anubi Master of Words (Med. Armor, Double Handed Weapon – 106 pts.)

Total: 1200 pts.

The Harbinger of Anubis, the leader of your force.
Miniature sculpted by Chris FitzPatrick,
painted by Eric Roof.

The center of my force is made up of a basic unit of Anubi warriors. I've also included a Priest of Anubis in my warband, which allows me to equip the unit with Amulets of Anubis. This is a costly option, but it will turn the unit into a real undead-killing machine, adding +1 to their Attack, Defend, and Discipline Ratings. The Priest is then attached to my unit of Anubi slingers, which will allow them to perform Strategic Fire.

I considered replacing this core unit of Anubi with a unit of Necropolis Guard, which would come to the exact same cost (230 pts. for 10), but with no standard and Musician. I've decided against them, though, as I'm saving the Necropolis Guard for my all-Asar City-Dweller warband. If you prefer them, feel free to swap them in your warband… they are tough, and easily worth their high cost.

One of the great things about WarGods is the ability to customize your force, choosing allies for your Harbinger from any of the races in the game. It is important to pick forces whose strengths compliment your main force, and make up for any weaknesses there. For my warband I have chosen Heru as my allies, the mighty Children of Horus. They are great on the offensive, and nicely balance the defensive strength of the Anubi. My 250-point investment in the Heru unit allows me to take as their Character Option a Battle-Sage– easily one of the best Characters in the game. With the Battle-Sage at his side, my Harbinger will be getting a +2 to his roll for the Edge every Turn, a benefit that promises to pay off for the entire game.

Know Thy Enemy

Anubi are the sworn enemy of the Eater of the Dead, and of all the races of Ægyptus they are the best equipped to fight them. But the Eater and his minions will not go down without a struggle, and because the mummies are mindless dead, they will never run away. This creates an unusual dynamic on the battlefield because a unit of mummies can stubbornly tie up your best units for the entire game, if you let them. Since the mummies will never rout, if you fight them long enough it is inevitable that even your bravest warriors will eventually break. Even with a high Discipline, if you roll enough Rout Saves sooner or later you'll get unlucky and roll a 10. So what to do? Don't allow your forces to commit to melee with the mummies unless they have a clear advantage – if not, use your missile troops, preferably slings, to soften them up a bit. Also, the Embalmer's Scarab Bombs can come in very handy. Here are a few tips for handling some of the specific troops that the Eater is likely to throw at you.

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The Dark Harbinger
The leader of the undead warband and requires some careful planning. His real power lies in his ability to single-handedly rout a warband – if he can get in close enough. At short range, the Dark Harbinger's powers are awesome… *Groan From the Void*, *The Corrupted Sun*, and *Wound Thief* are likely to send your troops fleeing and leave the Dark Harbinger more powerful than he started. But one-on-one, the Dark Harbinger is not all that powerful. Your Harbinger of Anubis should have little to fear in the Provocation, especially with powers like *Battle Beyond Death* and *Guardian Shadows* there to tip the scales in your favor.

The Abomination
Yes, this is a scary creature, but don't be too afraid of the Abomination if it happens to show up. Sure, it is one of the most dangerous pieces in the game, and a match for any Character, but any well-equipped melee unit should be able to take it down in a couple of Turns. Patience is often your ally when fighting the undead. They are a slow-moving warband, often with few troops with missile capability. If your warband has more missile troops, and the scenario's objectives allow it, let the undead come to you, softening them up all the while. Don't advance your troops and engage, as the longer you hold out, the better your odds will be when you finally get into combat. I've frequently seen Eater players become impatient for the kill, and send their fast moving Abomination running out ahead, only to get cut down by missile fire! Recognize your opponent's weaknesses, and you can use them to your advantage.

The Scarab-Ogre
The newest addition to the Eater warband is also one of the most difficult to handle. The Scarab Ogre is blessed with some of the best armor in the game, and when combined whith his abundant wounds, it makes him extremely hard to take down. If you do end up in a melee with this ugly bug, expect to be fighting a long battle. The Scarab-Ogre's only real weakness is a slow movement, only 3", but it can Fast Advance at 6" per Turn. You may have noticed that I chose to include a Master of Words in my sample warband; one of his spells is ideal for handling a Scarab Ogre -- *The Land's Despite*. If you are lucky enough to have rolled the spell, the Scarab-Ogre should be your first target. Successfully using The Land's Despite can knock the Scarab-Ogre's movement down to only 2" per Turn. At that speed, your troops should be able to sidestep him easily.

Dirty Tricks
Instead of mounting my Harbinger on the Chariot, I have chosen to put the Embalmer there. This allows the Embalmer to swiftly ride in and make passing attacks against slow-moving mummy units with his Scarab Bombs. But I won't make the common mistake of charging my Chariot right into the front of an enemy unit! A Chariot's main advantage is its mobility, and charging into a melee means sacrificing this mobility (and probably the Chariot) for a mere Turn or two of melee attacks. Instead, I'll take a note from history and use the Chariot as the ancient Egyptians did, as a mobile missile platform, keeping its owner safely out of harm's way. Zooming around the battlefield behind enemy lines and taking pot-shots at straggling units is a lot of fun. If your opponent turns one of his units around to try to deal with your chariot, all the better! This is one unit that will be out of the game for a couple turns to perform the manuever, and your Chariot may well have moved on by then.

Of course, putting the Embalmer on the Chariot means that the Harbinger has to march into battle on foot. But Harbingers of Anubis are better dismounted, where they can freely use powers such as *Guardian Shadows* and *The Shadow's Path*. So the Harbinger attaches to the Anubi warriors, and the Battle-Sage follows safely behind a few inches. As long as the Battle-Sage stays within 6" of the Harbinger, the Harbinger gains the benefit of his advice. I can't stress how important it is to keep the Battle-Sage close; if you are not getting your +2 to the Edge each Turn, that's 100 points that are wasted.

Finally, there is another trick I have used that may be of use… if you are playing a Harbinger of Anubis of moderately high Ka Rating, don't be afraid to go for the kill early in the game with *The Shadows Path*. Your Harbinger of Anubis can lead an entire unit of his Anubi into the shadow-world and re-appear at the other end of the table – oftentimes conveniently near the unsuspecting enemy Harbinger. This is a risky tactic, but it can work well, especially if the other player allows his Harbinger to cowardly lead from the rear! Just imagine his surprise seeing your Harbinger of Anubis show up with a unit of Necroplis Guard, right behind the leader he's trying so hard to protect! Once you have engaged the enemy Harbinger in the Provocation, it won't matter if you are cut off and behind enemy lines, because no one can interfere once the duel to the death begins!

Playing to Win
Finally, the last bit of advice I can offer is this: WarGods is a game that requires you to think ahead. A well-constructed warband is a great start to winning the game, but the game is as much a battle of wits against the opposing player as it is a conflict on the tabletop. In WarGods, an experienced player can sometimes beat a much greater force, just because the player has learned how to impliment his strategy using the rules on the tabletop. To make sure that this happens for you, always play your Activations with your goals clearly in mind, and don't get distracted by the small events and upsets as the Turn unfolds – keep your larger strategy in mind, and pursue it with conviction! That is the path to victory and glory!

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-Valley of The Nightmare Lords-

By Chris FitzPatrick

"We had won the battle with the Army of the Dead, gods be praised, by the divine leadership of our mighty Harbinger. He rode at the forefront of our army and met the Dark Harbinger in single-combat. The Forsaken One was stuck down and our glorious leader claimed his immortal Ka as his prize. Victory was ours, but it was not complete. The vile Necromancer, Varghul the Black Shepherd, the one who brought the army of the dead to life, had escaped, and with him went his five most powerful servants: the Nightmare Lords.

In life, they were powerful heroes: some good, some cruel, but all loyal defenders of Ægyptus. But by the black sorcery of Varghul they had become the minions of the Eater of the Dead, the enemy of all living things. With the Necromancer they fled to the ancient Valley of the Dead, wherein was entombed one of the greatest Harbingers in history – Emmontep, the Guardian of the Way. The tomb of Emmontep was sealed with powerful spells meant to keep out intruders, but the Necromancer possessed an artifact that would open the doors of the tomb – the Scarab Key. If the tomb were to be opened, Emmontep would be raised as a Dark Harbinger. This blasphemy could not be allowed.

But we could not yet give chase – many of our number were badly wounded, and we could not leave our dead lying in the sand to feed the vultures. And so, as our strength was wanting, our Harbinger used stealth and speed instead. He dispatched one of his most trusted henchmen, a clever Asar Spy called Osheth. The Spy was to pursue Necromancer to the Valley of the Dead and steal the Scarab Key, before the Tomb of Emmontep could be defiled.

That was three days past… now we have come the edge of the Valley of the Dead, fearing for the safely of Osheth the Spy and the success of his mission. It is clear that the Necromancer has arrived, for there at the entrance is a writhing mummified form tied to a pole, beneath a sign with crudely-written letters of a foreign language that read 'go away'. Could this pitiful, writhing form be Osheth, left here as a sign warn anyone else who might follow? We looked to our Harbinger for guidance, and his building rage was clear to see.

"Look there!" came the sharp whisper of our scout, and he pointed down into the Valley of the Dead. A dark form had emerged from the central tomb, moving swiftly and without a sound. It was Osheth, the Spy, and he carried with him the Scarab Key! For tense moments we watched, and it seemed as if he would make good his escape.

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But then the gaunt form of the Necromancer emerged from the tomb. At the gate, he raised his arms to the sky and began to chant words in an unintelligible tongue. Responding to his command, a vast flock of black birds descended from the sky. Our Spy began to run, but too late, for the ravens were upon him in a murderous frenzy. We watched in helpless horror, for we were too distant to give him aid.

The ravens circled above the valley, their cries seeming like mockery to us. In the center of the valley lay Osheth, the Scarab Key still held in his dead hands. From the many tombs and crypts along the rough walls of the valley horrible forms appeared – the Nightmare Lords. Yet they made no move toward their victim, no effort to reclaim the Scarab Key. Instead, they waited… as if challenging us, the living, to descend into the Valley of the Dead – the domain of the Nightmare Lords."

—from the account of Nesmut the Younger, Asar Warrior

The Scenario

This scenario is designed as a way for the Game Master to challenge a single player, and to introduce the threat of the Eater of the Dead into the storyline of an Epic Campaign. The Eater of the Dead warband can be played by the Game Master, or by another player who is giving his warband a break for the week. The notorious Necromancer Varghul the Black Shepherd is attempting to break into a tomb complex to corrupt the mummies within with the dark power of the Eater of the Dead. The Necromancer is assisted by a legendary band of Crypt Lords known as the Nightmare Lords. The player's Harbinger is attempting to stop this from happening, and failure means that a new Dark Harbinger will arise, which could become a dangerous new threat as the Campaign unfolds.

Miniatures required for this scenario:
WGE-903 Nightmare Lords" Warband Starter Deal
WGE-304 Mummy Horde (20)
WGE-131 Necromancer and Ravens
WGE-120 Basti Crypt Lord with Tortured Mummy
WGE-701 Abomination, Undead Sphinx
1 Undead Chariot

These packs also contain all the scenic items used in the Scenario – the Ravens, Casualty, and the Tortured Mummy.

The Battleboard

Shown on the next page is the 'Valley of the Dead" battleboard, built by Chris FitzPatrick and Chris Farnsley. This scenario was designed around this table, but there is no reason you can't make a similar setup on your own game table. The easiest way to create a convincing canyon is to use a sheet of tan felt carefully draped over a row of books or boxes stacked on either side of the table. Ledges along the rock walls can even be made by stacking books or boxes under the felt at different levels. The tomb entrances can be simply marked with cut out shapes of black construction paper taped to the canyon walls. This approach works great, and can be set up in minutes with things found around your gaming room. At last, you'll have a use for all those boxes of games that you don't play!

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How We Did It

For those who want to know a little more about how we made the Croc's battleboard, here's a brief explanation of how we did it. It was built upon a 4x6 wooden frame, with the canyon walls made by layers of 2" insulation foam. The foam was cut into shape and glued down with Liquid Nails construction adhesive, and then covered with sand texture paint. After this was dry, the tomb entrances were all carefully glued into place. The floor of the valley was painted with a thick layer of paint, and then flocked with sand while the paint was still wet to give it the correct texture. The final construction was painted and weatheres using interior house-paints due to their affordability and durability. Buiding a battleboard like this one may seem intimidating, but it is an ideal project for a game club!

The tombs and statues seen along the canyon walls are resin scenic items by various manufacturers, mainly Scotia Grendel Productions, with some additional pieces by the Summit Collection and Monolith Designs. Nearly all of these pieces are still commercially available at the time of this publication.

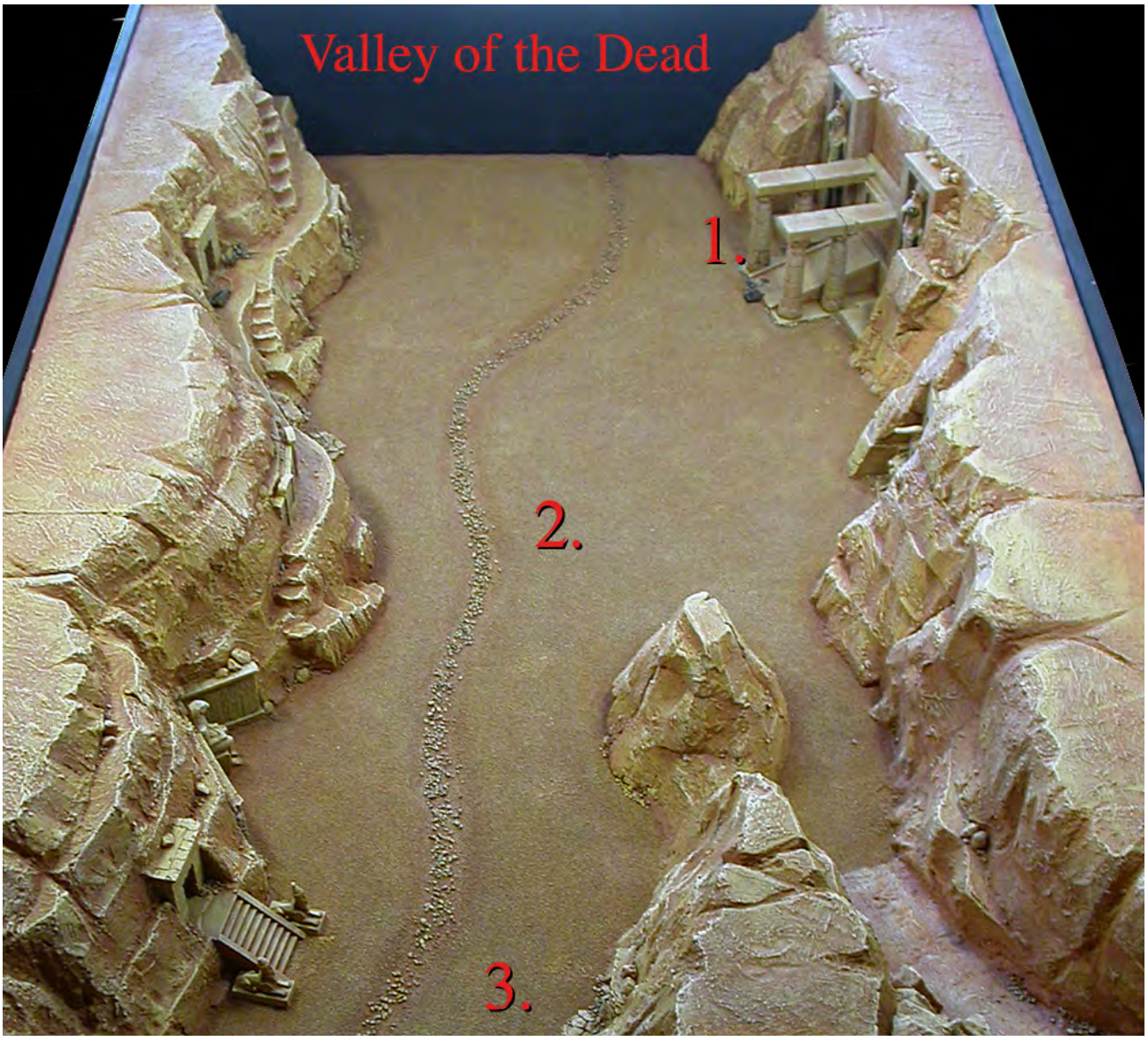
Set Up

This scenario should be played on a 4x6 table. Each long end of the table represents the canyon walls, and there should be 3-4 rock tombs cut into each wall. The Nightmare Lords and all the undead models begin at these tomb entrances, one unit per tomb. None of the Nightmare Lords' characters (including the Necromancer or the Abomination) may begin within 12" of each other, although a Crypt Lord may be attached to each unit of mummies, and Akhen-Ra begins with his Chariot.

1. At the top end of the table is a large and impressive gateway – the Tomb of Emmontep. This is the Necromancer's starting position.

2. In the very center of the table is the body of the Spy, and the Scarab Key. No models may begin within 18" of this point.

3. At the bottom end of table is the entrance to the valley, where stands the crucified mummy. This is the challenging Harbinger's warband starting position.



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Objectives

The Harbinger and his warband must enter the Valley of the Dead, retrieve the Scarab Key from the fallen Spy, and escape with it. The Harbinger must also kill the Necromancer, if possible.

The Necromancer must also regain possession of the Scarab Key, and use it to open the Tomb of Emmontep. The Nightmare Lords must protect the Necromancer, and slay as many of the intruders as possible.

Special Rules

The Ravens

In the center of the valley lies the body of the Spy, and circling above it is a flock of ravens – murderous birds possessed by the Eater of the Dead. The ravens will attack any living model that ends its Activation Phase within 3" of the Spy, and they have an Attack Rating of 4, no Damage Modifier, and cause 1 wound. The ravens are too numerous to be effectively attacked, and cannot be killed.

The body of the Spy lies in the sand, watched over by the hungry ravens.

The Scarab Key

The Scarab Key begins the game in the dead hands of the Spy, in the center of the table. Any Character can pick up the Scarab Key except for the 5 Crypt Lords, for they are too hungry for slaughter to worry about such trifles. The Character must end his Activation in contact with the fallen Spy to pick it up. If this Character is later killed, another can take the key in the same manner.

The Tomb of Emmontep

The Necromancer seeks to open the tomb of Emmontep and to raise him as a Dark Harbinger. The doors to the tomb are sealed by magic, and the Necromancer can attempt to use the Scarab Key to open them. To do so, he must bring the Scarab Key to the doors of the tomb and perform a ritual. The Necromancer must then be given the Cast A Spell Command Counter, and win an Arcane Test against the doors (Arcane: 10). The ritual may be attempted more than once, but it requires a Spell Point for each attempt. If the Necromancer succeeds in opening the door, he immediately enters the tomb and the game is over.

The crucified mummy marks the entrance to the Valley of the Dead.

Mummy Reinforcements

The Nightmare Lords have an inexhaustible supply of mummies. Each time that a total of 10 mummies are killed, a new unit will appear from one of the rock-tomb entrances on either side of the valley (randomly determined) at the start of the next Turn. The mummies have the same Profile as those that died.

Warband Selection

This scenario is designed to challenge a 1000 point warband. The Nightmare Lords have a point value of 1257 points – the difference in points is intentional, for though the Nightmare Lords will have an edge in the actual value of their troops, they are lead by an inferior leader. Varghul is no fool, but his Command Value is only a 6, less than that of even a Ka 1 Harbinger of Bast. This means that any Harbinger who faces him will have a real advantage when it comes time to roll for the Edge.

If the warband of the challenging Harbinger is greater than 1000 points, the strength of the Nightmare Lords should be increased to 25% more than that of the challenging Harbinger. These extra troops should be made up of units Mummy Hordes, Mummy Warriors, or Ghouls. No additional Characters or Chariots should be added.

Victory and Rewards

The following things will each earn the challenging Harbinger a point of Renown: killing the Necromancer, escaping with the Scarab Key, and killing all 5 of the Nightmare Lords. If the Necromancer succeeds in entering the Tomb of Emmontep, the Harbinger loses a Renown point.

Expanding the Scenario

This Scenario is designed to be used as an Offshoot Scenario in an Epic Campaign – a chance for the players in the game to take a break from battling each other and go against a third party (usually played by the Game Master or another player.) Because of the narrative storyline of this scenario, it can generate ideas for other games, such as a sequel. If the scenario ends with the Necromancer opening the Tomb of Emmontep, the challenging Harbinger will have to enter the tomb, avoid its traps and defenses, and then do battle with the newly-awakened Emmontep, the Guardian of the Way. Any of the surviving Nightmare Lords will follow them in, lurking in the shadows and waiting for a chance to strike.

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UNIT PROFILES: THE NIGHTMARE LORDS

Name: Sokreth, the Serpent's Venom — Point Value: 64

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Crypt Lord	4	3	2	6	6	5	6	7

Damage Modifier: Special — Armor Rating: 4

Weapons & Armor: Medium Armor (AR: 4), *The Serpent Blades* (see below)

Spells & Powers: *The Serpent Blades* (Sokreth wields a pair of twisted daggers whose attacks ignore all but *Hard* Armor Ratings.), *Fearless*, *Resistance to Arrows*.

Description: Sokreth, the Sepent's Venom was once the most feared assassin in all of Ægyptus. But he was seduced by the S'syth with promises of bloodshed, and then betrayed. He still bears the cursed Serpent Blades, the final gift of his dark masters.

Name: Akhen-ra, the Echo of Defeat — Point Value: 71

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Crypt Lord	4	3	2	6	6	5	6	7

Damage Modifier: 2 (Sword) — Armor Rating: 6 (Hard: 2)

Weapons & Armor: Medium Armor (AR: 4), Shield (AR 2 Hard), Spear (DM: 1), Chariot (see page opposite)

Spells & Powers: *The Red Blade* (Hand Weapon, DM: 2). Attended by weapon bearer—who carries *The Red Blade* when not in use—always remains next to Akhen-Ra, and cannot be targeted individually. *Fearless*, *Resistance to Arrows*.

Description: Known in life as The Sound of Victory, Akhen-Ra was counted among the greatest heroes of his age. But at the height of his power, we was too proud to retreat, and so was slain. In undeath, he is now remembered as the Echo of Defeat.

Name: Hekanna the Soulless — Point Value: 67

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Crypt Lord	4	3	2	6	6	5	6	7

Damage Modifier: 2 (Staff) — Armor Rating: 0 — Spell Points: 6

Weapons & Armor: Double-handed Staff (DM: 2), Magic Scroll (see below)

Spells & Powers: *Fallen Sorcerer* (knows *Wind Gust*), *Scroll of Forbidden Words* (may cast a new, different spell each Turn, roll on the Master of Words spell table at the beginning of her Activation Phase). *Fearless*, *Resistance to Arrows*.

Description: Hekanna the Soulless spent her life in search of forbidden knowledge. The dark secrets she uncovered drove her to madness and death. Now undead, she remembers little of her former power, but her thirst for dark secrets is even greater.

Name: Sharn, Bringer of Swift Death — Point Value: 64

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Crypt Lord	6*	3	2	6	6	5	6	7

Damage Modifier: 2 (Sword) — Armor Rating: 2

Weapons & Armor: Light Armor (AR: 2), Double-handed Sword (DM: 2)

Spells & Powers: *Swift* (Move Value +2), *Fearless*, *Resistance to Arrows*.

Description: In life, none were faster or more cunning Sharn, Bringer of Swift Death. But in his final battle, death came swiftly, but not to his enemies. Now he has risen again as a servant of the Eater of the Dead to seek vengeance on all the living.

Name: Khephru-Khon, the Lord of the Lash — Point Value: 104

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Crypt Lord	5	5	4	6	5	5	6	7

Damage Modifier: 2 (Claws, Bite, & Axe) — Armor Rating: 4

Weapons & Armor: Medium Armor (AR: 4), *Lash of the Master* (see below), *The Falcon Blade* (Magic Axe DM:2)

Spells & Powers: *Lash of the Master* (a magical whip that has been used to reanimate and enslave a dead lion. The Beast-Master and lion are treated as a single model and cannot be separated.) *Fearless*, *Resistance to Arrows*.

Description: In life a renegade Beast-Master, he was feared in all wild places. He commanded a vast pack of vicious lions and hyenas that he ruled with great cruelty. But when wounded in battle, his own beasts turned on him and disemboweled their master.

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UNIT PROFILES: THE NIGHTMARE LORDS

Name: Varghul, the Black Shepherd — Point Value: 100

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Necromancer	5	2	1	5	5	5	7	6

Damage Modifier: 2 (Staff) — Armor Rating: 2 — Spell Points: 14

Weapons & Armor: Staff (DM: 2), Heavy Robes (AR: 2)

Spells & Powers: *A Rotten Stench, A Dark Pall, The Creeping Darkness, The Eater's Tentacle, Bloodthirsty Ravens, Heartless Sacrifice, Wings of the Night.*

Description: *"He came from another land, far to the east. Called Varghul, the Black Shepherd, he gathered the dead of centuries, and gave to them the curse of un-life. Leading this black tide, he went forth to bring darkness and destruction to the Land of the Nile…"*

Name: Soth-Ammon, the Betrayer — Point Value: 200

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Abomination	6	5	4*	8	6	–	8	8

Damage Modifier: 2 — Armor Rating: 4

Weapons & Armor: Natural Armor (AR: 4)

Spells & Powers: *Leprous Skin, Cursed, Serpent Tail, Fearless, Resistance to Arrows.*

Description: *"Ancient legend tells of Soth-Ammon, the sphinx who was corrupted by the powers of darkness and who betrayed the gods. As his punishment, he was cursed to live forever in decay, but never dying. It is said he lives still…"*

Name: The Lost Legion — Point Value: 280

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Mummy Warriors Unit (10)	4	1	1	5	4	4	5	5

Damage Modifier: 1 (Spear) — Armor Rating: 6 (Hard 2)

Weapons & Armor: Spear (DM: 1), Medium Armor (AR: 4), Large Shield (AR: 2 Hard, 3 vs. missiles), Defiled Standard, Musician

Spells & Powers: *Fearless, Resistance to Arrows, Lack of Leadership.*

Description: *"Centuries ago, they were a brave and powerful band of warriors. Now look at them, shriveled and corrupted, their empty eyes burning with soulless devotion to the Creeping Darkness… how beautiful they are in their wretchedness."*—words of Varghul, the Black Shepherd

Name: The Forsaken Ones — Point Value: 220

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Horde Mummy Unit (20)	4	1	1	3	3	3	5	3

Damage Modifier: 1 — Armor Rating: 2 (Hard)

Weapons & Armor: Hand Weapon (DM: 1), Shield (AR: 2 Hard), Defiled Standard, Musician

Spells & Powers: *Fearless, Resistance to Arrows, Lack of Leadership*

Description: *"On and on they came… silent, except for shuffle of the their feet in the sand, the occasional clink of their armor, and the dry creaking of their ancient limbs…"*

Name: The Chariot of Akhen-Ra — Point Value: 87

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Undead Chariot	10/20	3	2	5	5	–	4	–

Damage Modifier: 0 — Armor Rating: 2

Weapons & Armor: Driven by a Mummy Warrior with Spear & Medium Armor (see Warrior profiles above.)

Spells & Powers: *Javelin Rack, Gruesome Totems, Wheel Scythes, Fearless, Resistance to Arrows, Lack of Leadership.*

Description: *"The Chariot of Akhen-Ra was a thing frightful to behold… decorated with decaying heads and trophies, and pulled by a team of near-skeletal horses. A flock of ravens followed it, eager to feed on remains of the enemies left in its path."*

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-Houses of the Dead-

By Barry Cadwgan

Building Tombs for Wargods of Ægyptus

One of the classic pieces of Ægyptian architecture is the tomb. Ægyptians spent much time and resources on preparing their houses of eternity, their hopes of eternal life after death depended on it. They are relatively simple to construct and are useful as both objectives and scenery on the game table.

Materials required :
- Sticky label paper : single label per sheet
- Foamcard
- Heavy card, 3mm MDF or plywood for basing. (Something that won't warp or dent at the edge)
- Glue
- Sand
- Texture paint
- Masking tape

Tools required :
- Sharp knife with extra blades
- Steel ruler
- Pins
- A saw if you are using MDF or plywood for basing
- Sandpaper

Print out the selected design (there are three different designs at the end of this file) on sticky label paper (single sheet).

Cut the plan down to minimise wastage and stick it down on a piece of 5mm foamcard/foamcore.

There are three sorts of lines on the print-out :

Solid ——————————

Dashed — — — — —

Dotted .....

The solid lines are the edges of each separate piece.

The dashed lines are the fold lines for each piece

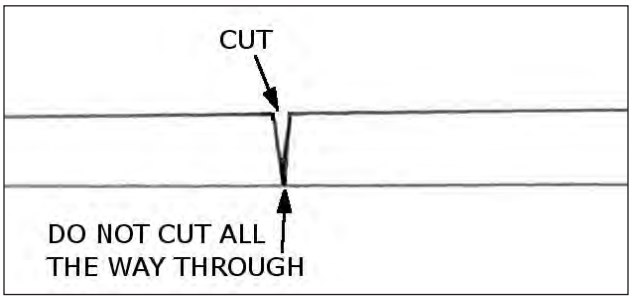
The dotted lines are the cutting lines for rebating the folds. In most cases, you only need to use one of them for each fold line.

Note : The printed side will be on the inside of the building.

Using a sharp knife cut out each of the pieces along the solid lines. It is important to use a sharp knife and change the blade regularly as the foam blunts blades quickly and a blunt blade will tear the foam.

The dashed lines are the fold lines. Cut through along the dashed line on the printed side and through the foam, but not through on the other side. You may wish to practice this first on a piece of scrap. A sharp knife is essential.

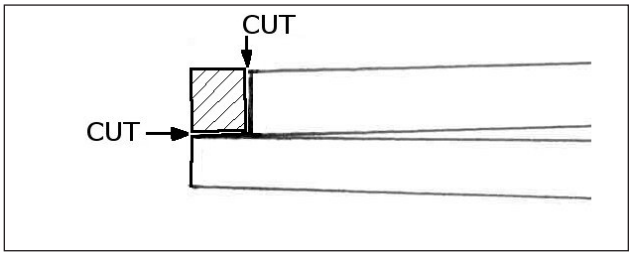
Fold back along the fold line to make a crease and re-flatten.



For each fold line, cut through one of the dotted lines in the same way (through the inside card layer and the foam but not the outside layer.

Fold the part back on itself along the fold line and carefully cut away just under the outer skin to make the rebate.

For the end of the shorter side and the roof, cut and rebate as required.



Make sure that your cuts and folds are as straight and true as you can. This will make gluing easier and give you a better finished result. Using a steel ruler and sharp hobby knife helps to keep your cuts clean.

Once each part has been rebated, glue each fold and pin in place. I suggest doing each part separately and letting them dry before assembling the building.

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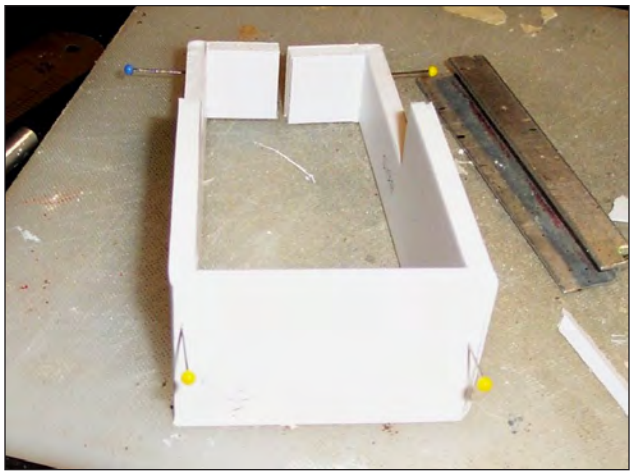
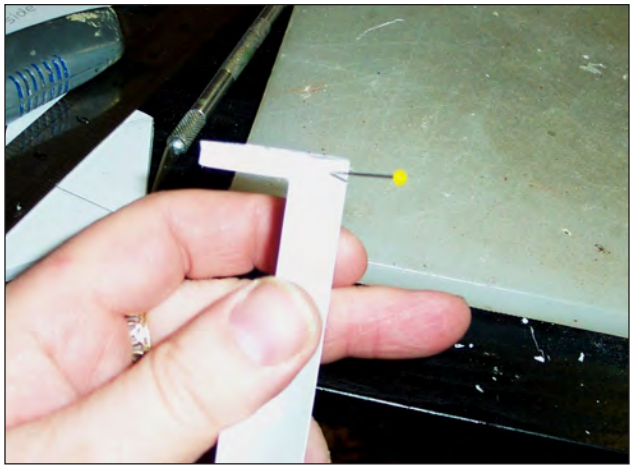
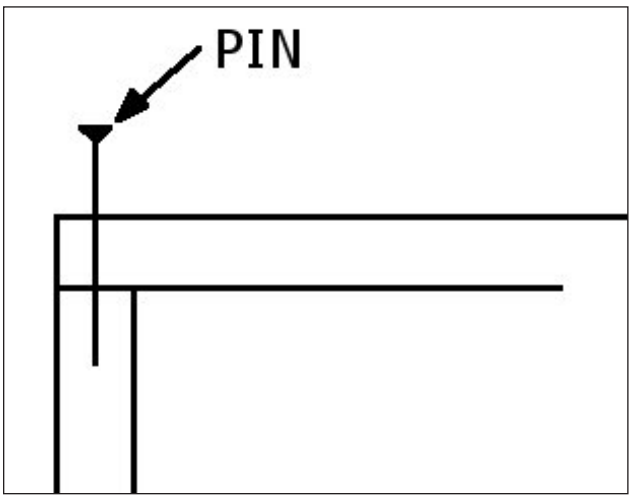


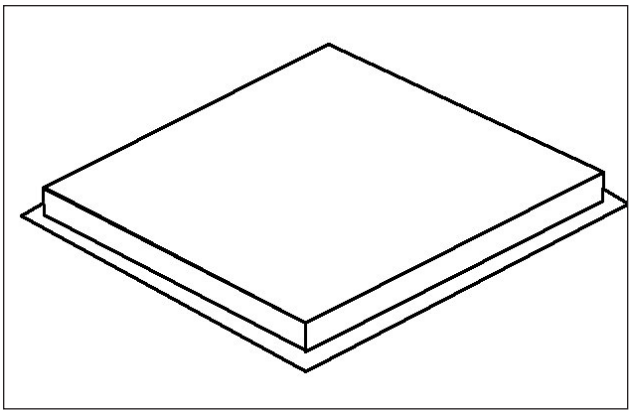
Using straight pints to hold foamcore pieces together helps to keep joints straight.



Try to find pins that have a plastic head so that they are easier to remove once the glue has dried.



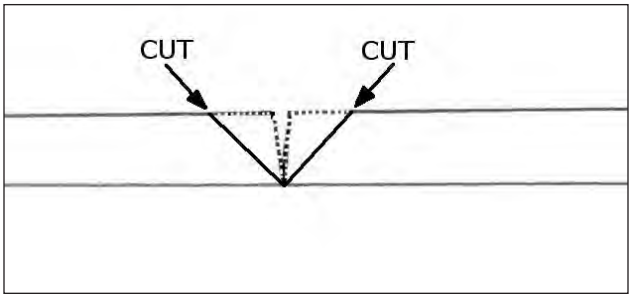
The pin doesn't need to go all the way into the foamcore. Leave a good amount sticking out so it's easy to remove.



The base for the pyramidal roof should be as straight and square as possible to avoid problems in constructing the roof.

Roof preparation :

The pyramid on the roof is a little more complex. I bevel cut both sides of the fold line to make a diagonal, and bevel along the bottom edge by eye so that it will sit flat on the roof.



I suggest not gluing the pyramid together until after the body of the building is complete so that you can pin it down securely to the roof as it dries to ensure it is flat and level.

Glue the parts of the body of the building together and pin.

You will need to fabricate an inner wall out of scrap. It does not need to be full height, just enough to block vision from outside.

If you feel enthusiastic, you may want to put a small altar and offering table against this wall.

Make sure it sits flat on the ground.

At this point, you can glue it down to the base and attach the roof.

I have been using 3mm MDF but anything that is a suitable thickness, won't warp and will take glue is usable.

I strongly recommend basing the building to avoid damage to the outer walls.

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Once all glue has dried in the basic structure, attach the pyramid, holding it together with masking tape then running a bead of glue down the inside of each corner and glue and diagonally pin it down on the roof as it dries.

I suggest swapping the different sizes of pyramids around on different buildings to get a variety of subtly different structures.

Once all the glue is dry, clean up and detail the model.

Use filler on joints that don't quite match, and a little light sanding on the corners and edges to round things off a little. These were often made from mud-brick and you don't want sharp corners.

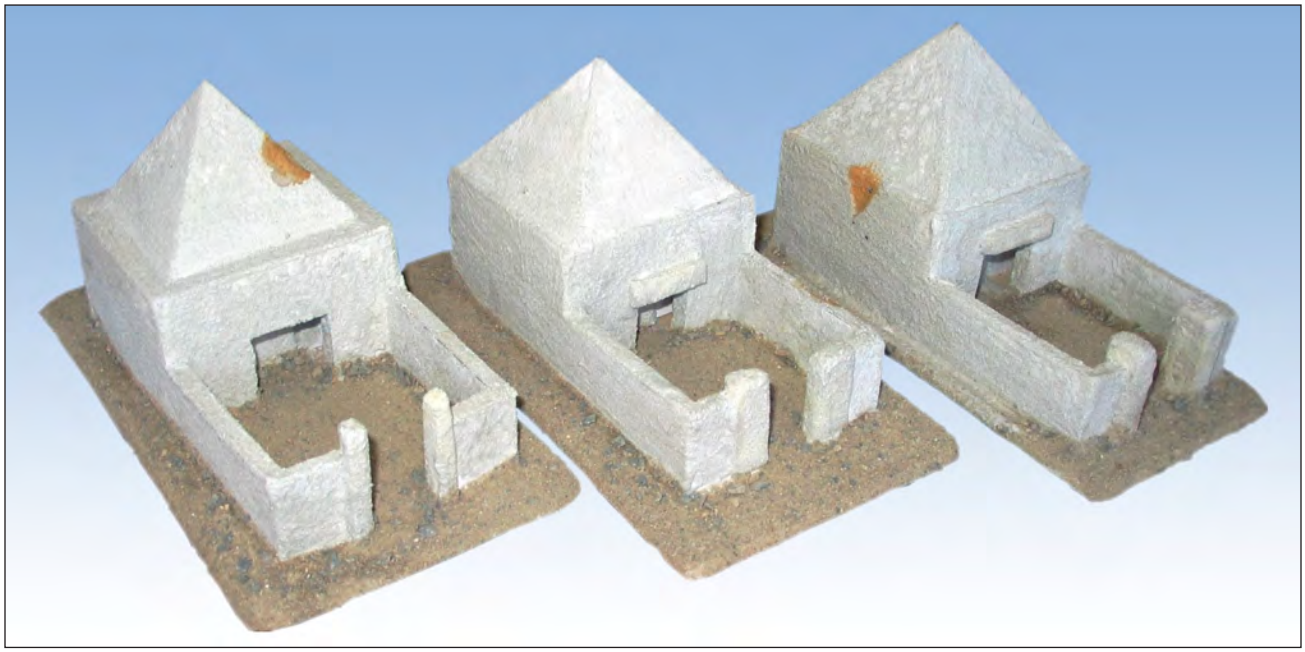
Some detailing options are to put pillars at the entrance to the enclosure, either from hirst arts blocks, pieces of extruded foam with hieroglyphs scribed into them or just pieces of polystyrene foam, lintel pieces over the doorways, false doors on the inner wall and areas where the plaster has flaked away exposing the mud bricks.

The way I have been doing mud bricks is to use a sharp knife to cut away the boundary for the crack then peel away and cut away the card covering to expose the foam. I then scribe the foam in a brick pattern using a biro.

Once it's detailed, I used two coats of texture paint over the whole building then sand textured the base and used a little colour for the exposed mud bricks and it was complete.

A further option, after assembly but before painting is to cut along the walls to make the top portion of the tomb removable, either for access to the interior or so you can use it as a ruined tomb.

You could also add further decorations and artifacts to each tomb and its base. They can used individually to break up a battlefield or as a grouping for larger battles.



Constructing several small terrain elements instead of one massive one gives greater flexibility for gaming. These individual tombs can be added to other terrain to create an entire necropolis or used by themselves for smaller battles.

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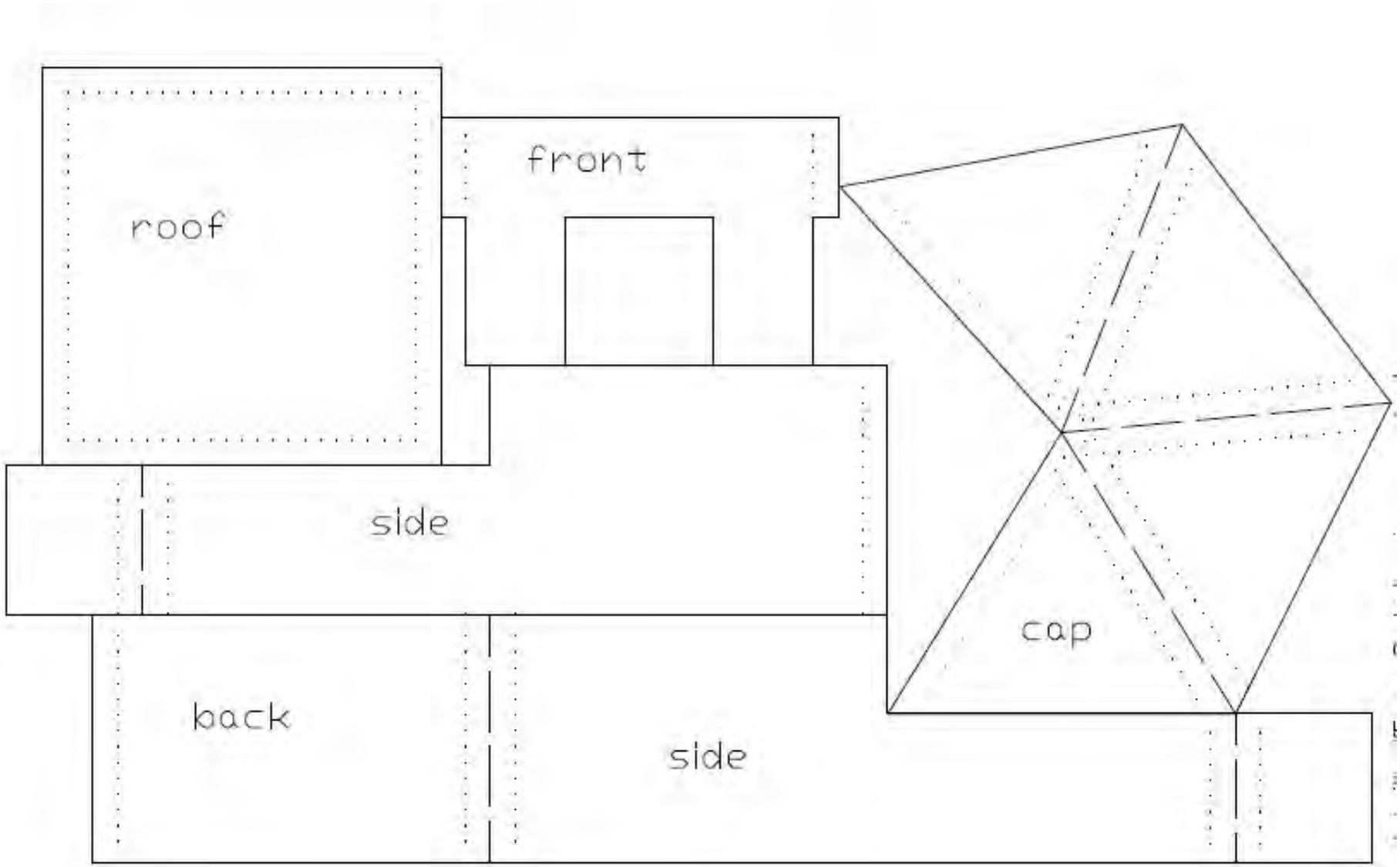

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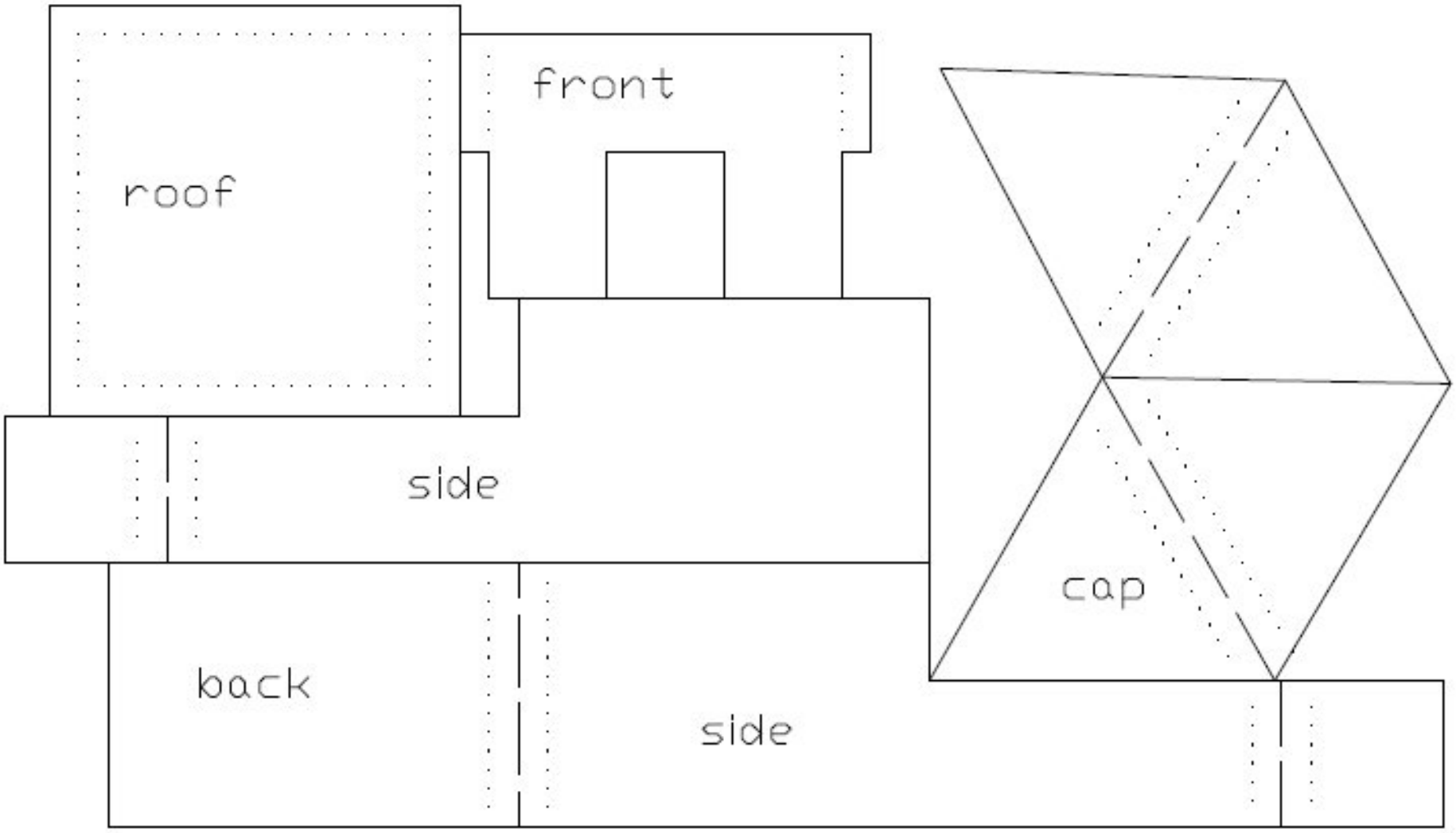

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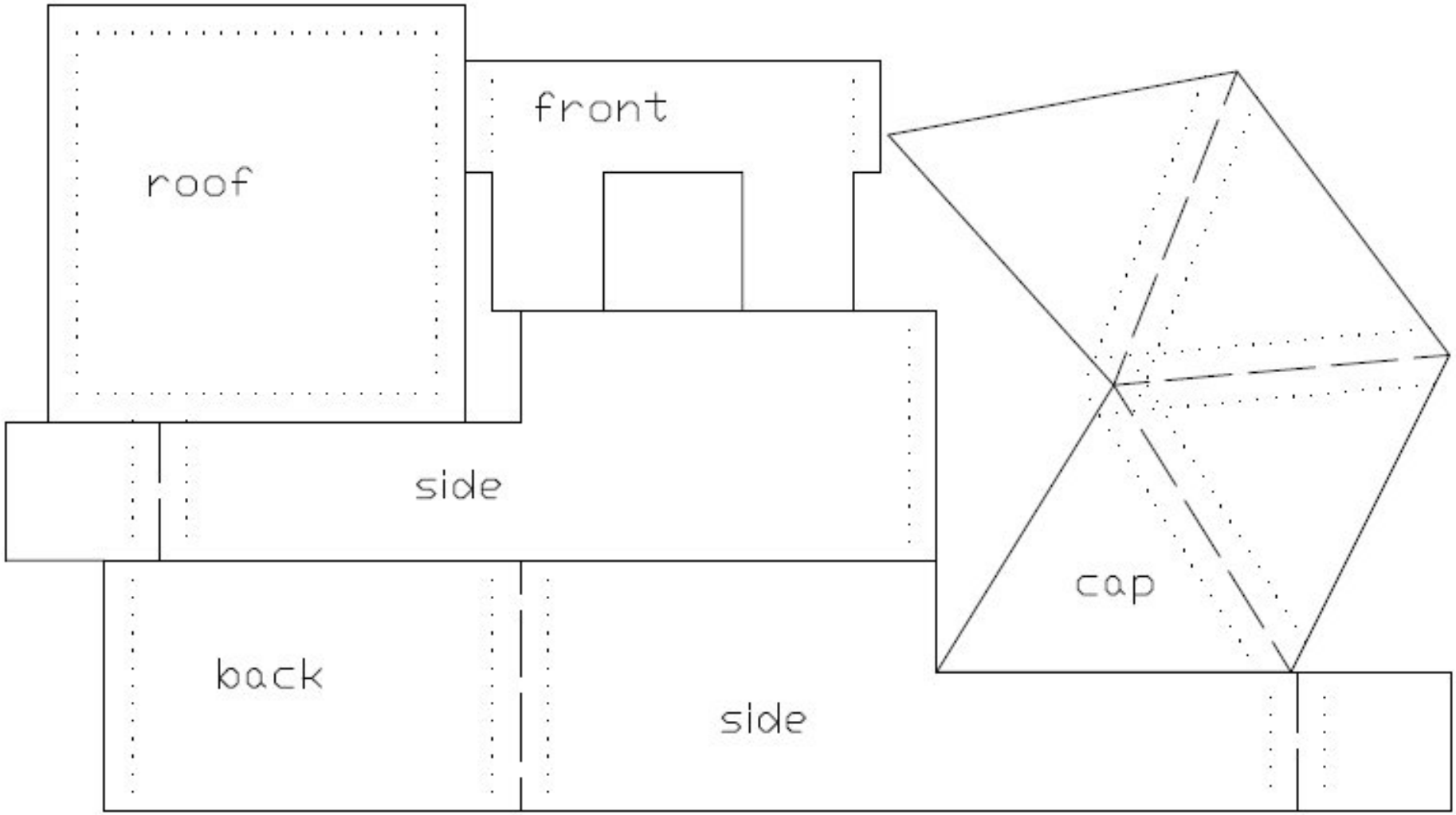

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Download The Necropolis Guard rules at:
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WARGODS

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